You will now be thrown into the randomly chosen scenario based on your selection and now "Let the destruction Begin!"

At the beginning of each map you can determine your allegiance and the type of soldier you want to capture whether it's a marksman a heavy weapons unit or another troop. There are unlockables such as superior soldiers which, on the Rebel side for example a wookie warrior.

Challenges has you playing as either an Imperial enforcer a rogue assassin, or a Rebel raider. As an Imperial enforcer you'll be restricted to hunt mode, in which you must kill the inhabitants of whatever planet you're on, ie. If you're on Endor you have to find and kill ewoks. A rogue assassin's objective is to kill certain targets within a certain time limit.

Finally Rebel raider missions is the kind of "Capture the Flag" mission in which you have to steal an object from the enemy and return it to base as soon as possible. This particular mode has missions on both the ground and in space. In one Rebel raider mission, you have a choice from one of four Rebel ships, an A Wing, X Wing, Y Wing, or Alliance assault craft you must fly to and successfully land on an Imperial battle cruiser steal a data chip and then fly back in either your own ship or a stolen TIE fighters and return to the Alliance cruiser.

Do this four times within the time limit and you've successfully completed the challenge. Completing objectives within the challenges you'll unlock and use characters, such as Boba Fett or Han Solo. [Always a Bonus]

Galactic conquest is the most different of the 3 modes on offer and the title pretty much sums it up. In this mode its your job to conquer and take over various planets, whilst trying to protect the ones you have from attacks.

The Graphics and Gameplay are both looking spectacular maybe not as good as on a console but very close indeed, and the sound is great just like what we've come to expect from Star wars movies and games.

This in my humble opinion already has the chance to rule the galaxy as the best game for PSP but the biggest question is will you be siding on the rebels side or on the Dark side?

Game Information

Publisher: Lucas Arts
Developer: Savage Entertainment
Genre: Action
Release Date: November 2005
Words by: Anil Kazara

ENTITY.ALL_CAP_REBELCRUISER2

Total C
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On Sale
t Stuff
FIFA 06
SOCCER

A game of 2 halves

Finally the football game war has started on PSP. Released 6 weeks after the European launch of the system, FIFA 06 joins Sony's World Tour Soccer on the shelves. Impatient FIFA fans may have imported the bug ridden US launch title FIFA Football, the pared down version of FIFA 2005 on console. Though you can't fault EA's ambition, most would have been disappointed with the ill conceived control issues and programming glitches. Well European gamers don't have to suffer this incarnation because FIFA 06 has eradicated these problems and delivers the FIFA title the company wanted to release in the first place.

EA have managed to fit in all the teams and stadia from the console versions and in game it all looks remarkably similar to it's big brothers, if a little bit lower-res. Anyone familiar with the series though already knows that it brings with it more bells and whistles than a hunchback & leper convention, so it's no surprise that FIFA 06 excels here. FIFA's downfall though, has always been on the pitch. Never as fluid or realistic as the Pro Evolution Soccer series, it's been the perennial runner-up in the console battle for supremacy and with PES5 set for release next month, the same trend could appear on PSP.

Is it any good? Well, the short answer is that it plays very similar to FIFA 06 on the PS2, which is a loaded statement. It's hard not to be impressed.
The commentary from Clive and Andy is superb, and the cut scenes during the match give it unrivalled atmosphere. There are a huge number of international teams and national leagues to choose from, with league and cup competitions from any one of them available to compete in. Career mode is absent again though. It's enjoyable to play, tough to score, and requires a footballing brain to create chances. After a while though, the limitations come through. It's not tough to score because you are just getting used to the controls of the game itself, it's because the AI is limited.

Consequently, it just becomes a very frustrating experience when there is a game plan in your head and the AI controlled players just don't run into space. Passing can be frustrating at times, and shooting just feels a little strange. Maybe I'm too used to playing PES, but even WTS has a more natural feel to the shooting model. There's no instinctive 1-2 ability, rather a horribly contrived and quite simply confusing button sequence, making fast attacking football near impossible. Yes, it's rewarding when you finally put the ball in the net, but it's because you have beaten your own team's AI as well as the opponents.

As I said earlier it's hard not to be impressed by the package as a whole and I dearly would love to like this game. It's got everything a football fan wants. It's also full of extra features such as the new Juggling mini-game. Tilt the PSP to portrait and play a rhythm-like game as your chosen player from any of the teams in the game plays keepy-uppy. It's a total gimmick, and really only a distraction but can be fun for 5 minutes. It's no replacement for a career mode that's for sure. 4 players can compete wirelessly in ad-hoc mode and 2 players can battle out in infrastructure. This is a huge plus.

Even on second day of release there were over 100 people on the online leaderboard meaning there's a huge community out there willing to play. Infrastructure games can be slightly laggy but at least you know you're playing against someone else having the same control and team AI issues as yourself and it's compelling stuff trying to beat a human competitor and it really gives this game legs

Overall, FIFA fans will lap this up. It's an excellent conversion of the console titles. Controls and AI are ported from the console versions so the criticism is of the game and not the PSP itself. Infrastructure mode is an incredible plus too, and the first Euro game released to support this mode. WTS was an arcade representation of the sport and I scored it on its merits in aspiring to that style, and it does it well. FIFA 06 is pure simulation, and on that front it comes up short. It is the best football game on the system so far, though it may not be this time next month. EA must be praised for such a quality conversion, and to sum up, I'll return to that loaded statement ? It's very similar to FIFA 06 on PS2. If you liked that you'll love this.

Game Information

Publisher: EA
Developer: EA Sports
Genre: Sports
Release Date: Out Now
Words by: Dave Venables

7/10

EA SPORTS
EA SPORTS
EA SPORTS

EA SPOR
SPORTS

Total C
Incom
On Sale
Stuf
grand
theft
auto
Liberty City Stories

Give me Liberty!

Grand Theft Auto has been the most talked about series in gaming history. It's often in the news at the center of some major scandal and more often than not receives some bad press. However the game still continues to sell, and quite rightly so seeing as the bad press usually involves something to do with kids despite the fact that every game in the GTA series has been given an 18+ age rating. The latest instalment from Rockstar is the first GTA to make it onto the PSP, and it has been eagerly awaited. So does it live up to the standards we come to expect from the series? Lets find out.

Firstly, lets clear something up. GTA: Liberty City Stories DOES require firmware 2.0 or above to play. Nothing below 2.0 will work, and there is no work around for this, but there's no real reason why you all shouldn't have that firmware already. The game will not start unless you install the 2.0 update but it is included on the UMD for your convenience. When you first boot up the game, the usual GTA style intro rolls. The title sequences on the GTA games never really give anything away, so you need to wait until you are in game to grab your first glimpse of the games graphics

Initial load times are fairly long, but it is to be expected from a PSP title, and aren't all that bad on comparison to some other titles. Once you are in game the game only requires further loading for cut-scenes and when you journey from one island to another. After a quick cut-scene you are thrown into the action and you will not be disappointed.

The visuals of this game are the closest to PS2 graphics I have witnessed on any PSP title so far, proving that the handheld is capable of churning out top quality graphics and putting a few un-believing comments to rest. Lighting effects, Particle effects and reflections are all created perfectly, with an unbelievably high frame rate which will prove to all the sceptics that this is a game intent on causing a storm.

People familiar with GTA III on the PS2 will instantly recognise the city and all it's landmarks. However, with Liberty City Stories being set about 2 years before GTA III, there are a few differences on the map. For starters the bridge connecting the first and second island is still under construction. The means of getting across the river is left down to a Ferry service which operates between the 2 islands. But in typical GTA fashion, there's something preventing you crossing until you progress in the game. This time the ferry workers are on strike, and this will play a large part in the opening missions.

I don't want to go into to too much detail and give the game away so I will try to keep it simple. You carry out missions for a range of different people during your spell on the first island until you finally progress enough to get to the second.

I have been playing the game non-stop for 3 days and I have only managed to reach the second island only a matter of minutes ago. That gives some indication as to how long the game really is. There were a few concerns when about 2 days after release, someone had posted a 100 percent complete game save on a PSP community site. For this to have been legitimate, that person must have gone without food, water and sleep so well done to them.

There are the usual range of vehicles in the game from Mopeds to Super bikes, Sports cars to estates, and vans to trucks. The train also makes an appearance in this game, and the addition of the ferry to get you from one island to the other is novel to say the least. Once you are on the ferry you can chose to either watch the journey or press X to skip to the end of the journey. The Subways also make a come back but remain locked until you reach the 2nd island in the same manner as the ferries. The journeys scenes can not be skipped on the tube though and do tend to get a bit boring to say the least.

songs in game for the first time on any PlayStation Console. The songs must first be converted using their Custom Soundtrack editor, and only support extraction and conversion from authentic CD's. Luckily by burning a CD of your MP3's using iTunes, the program will see it as a legitimate CD and you can rip the tracks to your game.

One thing I was pretty disappointed with was the way the called the custom tunes out. Unlike in the PC and Xbox versions of GTA, where your customised tracks will be played as another radio station, you have to decide weather you want the Radio stations OR your own tracks. In order to play your tracks, you must turn on the custom tracks option in the audio menu section of the pause screen.

As well as the main missions in this game there are also a range of sub missions. The Taxi, Ambulance, Vigilante and Fire missions are all in and some new additions join the line-up. You can now play the role of a dustman, and go round collecting the trash in your trash master, or try your hand at being a car salesman. The car salesman missions see you taking customers on the type of drive they require in order to get them to make the decision to buy. Fun for a while, then it just gets a little repetitive.

Now onto the ultimate feature of this title. I am in fact referring to the Multiplayer mode. With 6 different modes and 60 characters (yes Sixty) to choose from, this will add a huge amount of replay ability to the game. You can play against 5 other people in various games from a capture the flag type game, where you must steal a car and return it to your base, to an all out free for all where the last man standing is the winner.

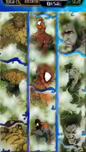
For me personally, this is without a doubt the best game on the market for the PSP. With a current lack of any blockbusting titles that have really made gamers take notice, GTALCS could very well be just what the handheld was looking for. Setting high standards for what a PSP title should be, this is a must have for any PSP owner who likes the GTA series and is not easily offended by the all out violence, language and general adult nature of the game. Not without a few minor flaws, but then again what game is?

Game Information

Publisher: Rockstar Games
Developer: Rockstar Leeds
Genre: Adult/Action
Release Date: Out Now
Words by: Tim Vasvi

9.5/10

Timer 1:08
Kills 2
Damage
TRENTON


Total C
Incom
On Sale
l Stuff

Arise Sir Spidey Arise!

Ummmm I don't really know where to start regarding this game, as truthfully its by far the WORST game I've ever played on the PSP in fact probably on ANY system for quite a long time.
The storyline, if indeed there is one surrounds a group of villains called 'The Imperfects' featuring characters such as 'Johnny Ohm' and led by Mr Badguy 'Niles Van Roekel' [I have NO idea as to who he or Johnny Ohm is] wreaking havoc in and around the city. Trying to stop them are certain Comic Book Legends such as Spiderman, Iron Man, The Thing and so on, The Major difference from the PSP version and the console versions of this game is that 'DareDevil' and 'The Human Torch' have been swapped for 'Captain America' and 'Dr Doom' but even this can't save this game from Doom [Geddit? Save it from Doom ..... Dr Doom?]

What's really annoying about this game is the fact that when you start, you only have a choice from two characters 'The Thing & Johnny Ohm' and depending on which character you choose, you'll unlock a member of the opposite team i.e if you complete the game with 'Johnny Ohm' you'll unlock a superhero, such as Iron Man and complete it with 'The Thing' and you'll unlock one of Johnny's friends.

Gameplay itself is non-existent, actually there is, but it's tedious and repetitive, and makes me wonder how the heck people are going to unlock more characters, when they've already gotten bored after just 5 minutes of playing.

Control is again, non-existent, just button bashing and hope you hit your target, you can pick up things, such as cars etc and throw them at your opponents but soon becomes as boring as the rest of the game. Winning matches unlocks random cards, which you get to pick "Lucky Dip" style, and depending on which card you picked can be used to either increase damage potential or increase your defenses.

I know that A LOT of people were looking forwards to this game, especially considering it contains some of the biggest names Superhero wise, but like the title suggests, This game is Definitely IMPERFECT!

3/10 [And that's only because Spider man/Capt America & Iron Man are in it]

Game Information

Publisher: EA Games
Developer: EA Canada
Genre: Fighting
Release Date: Out Now
Words by: Anh Kazata

3/10

EA

On Sale
HEAT
3
NBA LIVE 06

Ally oop!

The NBA Live series has always been slightly sticky for most if not all basketball lovers.

Every year the developers of the game create new features that really add to the fun factor of the game however the series just can't match the realism on-court that is offered by its competitor the NBA. NBA Live 2006 for the PSP has a dynamic edge to it. EA sports have taken the opportunity to prove that they're the king of the courts.

They have provided a fun packed based game and have left out a bit of the realism nonetheless it makes for a good enjoyable play.

However because the main focus was to make the game fun and less on realism, doesn't mean that hardcore lovers won't enjoy the PSP version compared to that of the consoles. The PSP version does not have the Dynasty Mode but NBA Live 06 still provides enough deviation to keep basketball fanatics busy for a while yet. The Season Mode, available isn't as in depth as that of the console but it still has enough customizing options to make it very pleasurable. Just don't expect to relocate your team, tweak salaries, or give fans a break on beverage prices, and you won't be too disappointed. In other words don't expect too much.

For those of you looking for a [illegible] less time consuming commitment, be reassured that NBA Live have covered here as well. The All Star Weekend Mode allows for a nice pastime, and the dunk contest, rookie all-star game and 3-point contest are excellent for those seeking quick playing sessions.

The visuals in NBA Live are right on song with other EA Sports titles, and look great on the PSP's vivid screen. While it's clear that a few corners had to be cut in the player model and arenas department, they are in fact hidden well enough to be overlooked at first glance. The sound is also exactly what you would expect, as the soundtrack is filled with the appropriate tunes. Hip-Hop is the main source drive for the soundtrack, which is intertwined greatly with the game due to the close relationship between both parties. All in all it makes for an enjoyable experience.

NBA Live for the PSP may not be as realistic compared to its console competitors, but when it comes to the handheld division, Live has got the fun element down to a T. It plays it to precision.

Game Information

Publisher: EA Games
Developer: EA Sports
Genre: Sports Sim
Release Date: Out Now
Words by: Patrick Duyldo

8/10

23

8
11

Total C
Incom
On Sale
Stuff
POLIC
To serve and pro

Pursuit Force

"Der der der derrr der der derrr"

(Indy Theme)

Ok, so I don't know how to sing, or hum for that matter, but people who read my preview of "Pursuit Force" last issue, will know what I'm on about, and for those who didn't "SHAME ON YOU!"
So here's a quick recap.

"A lot of people are describing "Pursuit Force" as "Indiana Jones meets Burnout", and I'd have to agree with them 100%, take the sheer speed of Burnout and combine it with the famous "Hanging off a truck" scene, in "Raiders of the lost Ark", mix them up, and then put them in a hot oven on gas-mark 5, what you'll end up with is Pursuit Force."

Now it's out to buy, and it's being played to death, cos it's so much fun. You play as a member (rookie) of an elite highway police force, patrolling the highways of Capital City, which are being terrorised by 5 different and yet each notorious gangs, and basically it's your job to stop them at all costs (Not the most original storyline ever, but I feel the game-play is one of the most innovative I've seen in a long time).

This game is stuff full of things to do, around 30 missions including being in a helicopter and having to aim and bad guys in cars below. There are also time trials and races to keep you occupied. This game isn't perfect as some people have likened the driving through narrow courses to being in a bobsleigh where you'll end up bouncing off corners rather than sheer or drift round th[illegible]

There are loads of different vehicles ranging from car, truck, SUVs, bike, but they all handle in the same way and have the damage infliction on people you crash into [would a bike really do as much damage as a truck? I don't think so] also the On foot sections can be a bit bland.

A cool reward in Pursuit Force comes in the form of the Justice Meter which increases every time you take out a bad guy and when full lets you pull off some pretty cool things.

Controls seem to be a little daunting at first but once u start playing it everything becomes second nature [imagine trying to drive at Burnout Legend speeds whilst aiming and shooting at bad guys]
But the controls seem very well planned and the camera angles are perfect, so you dont miss a second of the non-stop action, which is what REALLY sells this game and what sets it apart from all other driving/ shoot-em ups, is the fact that you can climb out of your car and leap onto closest car to you.

If you land on the bonnet, the camera swerves around to catch all the heart stopping action as its happening, or if u land on the back of the car you can start shooting them from behind [I know I know not very sportsmanship] But what really impressed me moment is the high level of detail [they seem to have thought of everything] for example if you jump onto the bonnet of a car and he has a passenger the passenger will start shooting at you making you hang off the side of the car to avoid getting hit also if the drivers swerves erratically you can literally be thrown from the car "Indy style" and you'll be dragged along the road as you try and pull yourself back onto the car

You can either [illegible] into a car in slow motion Max Payne style spraying a hail of bullets [illegible] your target whilst being temporarily invincible. Or by repeatedly pressing the Triangle button, you can refill your health meter and your car's durability. Remember though [illegible] If you side swipe or hit a civilian car your meter will start to drain.

On the whole, Pursuit Force is a [illegible] game with a few minor flaws, which are soon overcome by the sheer fun of it.

Game Information

Publisher: Sony Computer Ent.
Developer: SCEE
Genre: Action
Release Date: [illegible]th Nov
Words by: [illegible]

8.5/10

On Sale
Stuff
SSX
on tour

Slippy Slope Cross?

A lot of people will have at some point tried either skiing/ snowboarding, or played an SSX game as the original SSX title was a defining moment for gaming back in 2000 and it's now five years later and this is the latest installment for the consoles and the first outing for the PSP.

[I was lucky enough to go to Norway last winter for a week of skiing, my first time ever and to be honest It's A LOT harder than it looks, as I almost shattered my knee on the 1st day but then got a little bit better as I went along, which kind of makes you realize just HOW outrageous and over the top a lot of the moves and combos are but that's what makes SSX On Tour SO appealing!]

The main and perhaps the best addition to SSX's latest outing is the inclusion of Skiing for people who prefer it to snowboarding. Everything we've come to love and expect from past games are all here and look just as good on the PSP as they do on the console versions, the only thing missing from the PSP version is the Map from which you can choose your courses.

Single player mode is your usual 'try and become champion', by taking part in specific races of which there are 3 different kinds of races namely 'Race' which is pretty straight forwards, in the sense of you have to race against opponents and beat them to the finish line, then there is 'Slope Style' which has you racing down to the bottom of slopes whilst having to pull off tricks and finally there's 'Big Air' [and that DOESN'T mean growing a big afro, big air.. big hair.. na? ok] which offers you the chance to really show off and pull off some amazing grabs and tricks, whilst racking up some outrageous points.

The graphics are wonderfully rendered and the colours are just amazing, though at certain points they can be a little bit glitchy, but that's just picking at loose threads, as SSX is such a wonderfully tailored game. Controls are very responsive and you will realize that the second you start to speed down the course, like most games that require you to pull off big tricks, such as ATV Off-road Fury, SSX is no different in the sense that it can get a bit frustrating when you pull off a huge combo of tricks and just clip something when you land and end up sprawled on the ground or in a crumpled heap.

Create A character is a good inclusion too, as it gives you the chance to create your own unique snowboarders/skiers, which you'll be able to use in wi-fi mode.

Like most games nowadays, the longer you play, the more you'll unlock, whether it be better boards/skis of new characters, but this is a good thing as it adds to the replay value.

Saving the best for last, for me the best thing about this game is the AWESOME soundtrack, being a rock fan, the fact that the tunes are provided by some of rocks BIGGEST Gods such as Iron Maiden, Motorhead, The Hives, Def Leppard, Jurassic 5 and Queens of the Stone Age

Overall I liked all the previous SSX games, and found the 4th and latest installment to be just as good if not better than SSX3 and for me the fact that it's portable gives it that little shove ahead of the console version. It's truly a great game with excellent replay value

Game Information

Publisher: EA Games
Developer: EA Big
Genre: Extreme Sports Sim
Release Date: Out Now
Words by: Anti Kazata

8.5/10

SSX

SSX
on tour

On Sale
Stuff
TIGER WOODS
PGA TOUR
06

Is Tiger on Par?

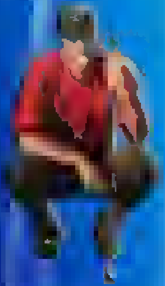
The original PSP Tiger Woods PGA Tour was released shortly after launch date in the US. Reviewed in the first issue of PSPages, it received a 8/10 mark for a great conversion of an excellent series. Similar to the EA's first stab at FIFA on the PSP, that version was overlooked for release in the European launch, preferring to wait a month later to release the updated version. This 6 month gestation period has helped iron out the problems that dragged the original down, and will reward European owners for their patience for resisting the importers!

The huge load times of the original are a thing of the past now. Personally, it didn't particularly bother me back then, but it's hard to return to the original after playing the 06 version. It's a trait seen in FIFA 06 also and it bodes well for the PSP overall as we look to the future.

In game, there have been a few tweaks to the game play but nothing revolutionary. The analog nub is still used as before, and as with the original, when starting out it feels a little unresponsive. Eventually you find your technique and you hit the ball straight, but it's no coincidence that it improves and your created player stats improve too.

A power bar has also been included to tell you how full you're hitting the ball ? finally allowing you to hit the distance the caddy says you need to. It can be difficult to get true analogue control over it though ? as the nub again seems to have a hole in the sensitivity it can attain on the backswing. This feature was introduced on the home consoles too, but the dual-shock sticks are much more effective than what the nub can offer. It's not a huge problem, needing just a little time for acclimatisation before it becomes second nature.

Graphically, the original was top notch, and there are not many improvements to be made. Interestingly though, most of the courses in the original release have been replaced. Of the 12 courses on offer here only 3 remain, leaving room for argument that it's worth a purchase even for owners of the original. The career mode has been changed too, giving a different progression pattern than before, and most importantly making it feel like an alternative experience.

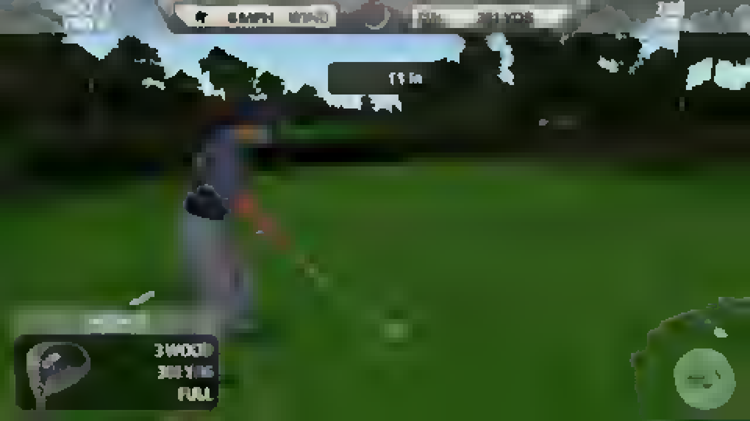


To sum up, Tiger Woods 06 is an improvement over the original, and for the serious golf fan it's the best golf game to be had on the system. The new courses are an incentive for owners of the original too. Fans of the series know what to expect, and won't be disappointed.

Game Information

Publisher: EA Games
Developer: EA Sports
Genre: Sports Sim
Release Date: Out Now
Words by: Dave Venables

8/10


6 MPH WIND
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3 WOOD
YDS
FULL

X-MEN
LEGENDS II
RISE OF APOCALYPSE

Hell has FINALLY frozen over ...

The unthinkable has happened the "X-men" and "The Brotherhood" have teamed up.

Ok ... so most people will be like "What the heck is this guy talking about?" but in Marvel Comic Book terms, this is pretty huge. Imagine Batman teaming up with The Joker or Spiderman working with The Green Goblin.

The X-men led by Professor Xavier and consisting of such big name superheros as Wolverine, Gambit, Storm and Cyclops, have teamed up with The Brotherhood led by Professor Xavier's Mortal enemy "Magneto" and his band of merry men & women such as Sabretooth, Mystique etc etc.

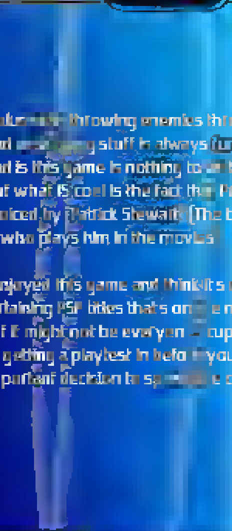
The opening scenes show the two forces working together to free Professor Xavier who had been kidnapped by the Big mean mutant machine known as "Apocalypse" (don't be fooled by the fact that this guy is a few thousand years old, the guy would make Mike Tyson suck his thumb and cry for his momma. The plot for the rest of the game is pretty standard I guess basically Apocalypse has kidnapped four mutants, each with unique DNA, combined with crackpot scientist "Mr. Sinister" plans to make himself a "Mutant DNA cocktail" to make himself even more powerful, so he can Rule the world blah blah blah" (I DID say the plot was pretty standard).

What is going to sell this game is the fact that there are so many playable characters, whom most will instantly recognize, and some maybe only diehard X-men fans will know who they are straight away, there are also unlockable characters to make things more interesting.

You can mix and match characters to make up your team, each with their own attributes, which will be put to the test at different points during the game. The gameplay itself is part Beat-em up part Rpg, in the sense that you'll have to collect certain items and then just smash everything on the screen to pieces. AI controls your team mates when in single player mode, but it's good as sometimes things can get a bit hair raising without having to worry about trying to control the other 3 members of your team.

Each character has a lot of different skills and attacks, but also with the ability of learning more along the way, special moves if you will, of which some are very impressive, especially on such a small screen. If you remember 'Gauntlet' in the arcades, then you are going to love the multi-player as it's very similar in the sense of up to four people working together as a team.

The only major downers are that there is a bit of a problem with loading times (something that seems to be happening a lot with PSP games) and that levels can start to feel a bit repetitive after a while.



but on the plus side throwing enemies through walls and smashing stuff is always fun.
The sound is this game is nothing to write home about, but what IS cool is the fact that Professor Xavier is voiced by Patrick Stewart (The bald dude who plays him in the movies)

Overall I enjoyed this game and think it's on of the more entertaining PSP titles that's on the market for now. But it might not be everyone's cup of tea. I recommend getting a playtest in before you make the all important decision to spend the cash.

Game Information

Publisher: Activision
Developer: Vicarious Visions
Genre: Action RPG
Release Date: 25th Nov 2005
Words by: Anil Kazara

7/10

SONY
PSP (PlayStation Portable)
Media Manager
PSP

Special Feature

Sony PSP Media Manager

Some of you may already know that Sony Media Software launched a new program aimed at helping you manage all of your media files for your PSP. In a way, I guess you can compare it to what iTunes is for the iPod, only with the PSP there's more than just music to worry about due to the PSP's ability to play and display a vast amount of media formats.

One great thing about the software is the fact that PSPAge is the only PSP formatted magazine to make it into the organised feed directory. We were approached by Sony Media Representative last month and asked if we would consider making an RSS feed for our magazine so they could use it in their application. At that time I had no idea what it was exactly, but I was told I would be informed in good time.

When the program launched at the begining of the week, we were given a review copy of software to review in the magazine. I must admit I have been impressed by this software in every aspect. Over the next few pages I will dissect the various aspects this software has to offer.

So enough of the chit chat and lets begin.....

General

The whole appearance of the software is very neat and pleasing with the [illegible] theme. The icons used within the program to navigate the various areas such as [illegible] and [illegible] resembling those on the PSP's XMB interface. Although these may seem **a little basic at first,** you soon come to realise this is a very good thing, they may be basic but it makes it quick to find what you need without getting complicated or confusing to use.

The program runs on a two pane style lay out which allows you to view files both on your PC and PSP at **the same time.** This is coupled with a drag and drop system which allows you to convert your files simply and quickly. For example putting a media file onto your PSP can be completed in 3 easy steps.

1. Browse to the required file in the top pane
2. **Drag the file** into the bottom pane
3. **Sit back and wait for it to finish** transferring/converting.

There are 7 main features in this program and a settings option **which lets you define settings for** things such as **how often to automatically refresh** feeds, set target audio [illegible] video target and CD **extraction etc.**

Below we will look at each section in detail.

Special Feature

Pictures

This is where you organise… you guessed it, your pictures. As mentioned before, the 2-pane view makes this a quick and easy process. The top pane acts as a file browser for your PC's files. By default it points to both your "My Pictures" and "Shared Pictures" folders which, considering this is where most people keep their image files, makes perfect sense. You can even add a folder if you wish to include another location on your PC which contains images and/or delete the current folders you have selected for the program to look in.

Transferring the files to your PSP is as easy as pie. Simply connect it via USB cable and drag the required images from the top pane to the bottom pane. Pane-less (pain-less, get it? OK bad joke.) You can set the required target size of the pictures via a drop down box at the top right of the screen, just above the top pane.

Images will also be converted to JPEGs but you can select the required target resolution. Considering the PSP's screen resolution there is no real need to raise it over the default (480x272) option unless you plan on zooming in to a specific part of any picture. This will also effectively save space on your Memory Stick so you can have more stuff on it.

Music

Now for many people the ability to play music files is a huge bonus of the PSP. Although it would be too big for a standalone MP3 player, when you consider it is an additional feature of a hand held console it seems like a bonus. This section of the media manager lets you convert your music into MP3 files [illegible] selecting the bit rate. There are currently 8 bit rates to chose from ranging between 32kbps to 320kbps. Depending on the size of your memory stick or how many tunes you want on there at any given time you may [illegible] around with the settings to find what's right for you.

The Media Manager supports the conversion of mp3, wav, wma and other formats to mp3 files playable on the PSP. During the time I spent testing the app I [illegible] discovered the program was capable of converting a number of songs into mp3s as well. Conversion times are relatively quick as well, with songs on average converting in less than 10 seconds and automatic folder creation.

CD extraction is another feature but I feel it is safe to inlude it under the music category.
With Gracenote© CD album identification, your tracks will be named whilst they are extracted and sent to the PSP.

Video

Another feature, another easy way of doing things. This time it is video conversion. Video conversion gives the best quality from XVID [illegible] video under only a [illegible] video to convert [illegible] and night. If you don't already have the software then you only have yourself to blame, there is no real reason not to have it. The good thing about this codec is the fact you achieve better quality video and smaller file sizes which is a win-win situation.

Capable of converting a wide range of video formats such as mp4, avi, mpg, mov, wmv, and more this pretty much has all your video requirements covered. Now I have heard it said that this program does not support the conversion of divx files, but I will let you all in on a little secret. Take your required divx file and add the .avi extension to the end. Then drag and drop the file into the program and let it do its work. Simplicity in life really, and yes it does work because I was the one who [illegible] and tried it with successful results.

Conversion times are the quickest I have seen in any video encoding application I have used so far. Not only is the encoding process fast, but it is also very reliable. This program is capable of encoding videos which have lost sync with other encoding applications [typically low bit rate wmv files] perfectly.

Feeds

[illegible] that we have [illegible] ages [illegible] proud to announce [illegible] this section contains a directory of feeds such as Podcasts, Comics, Videos and of course magazines [illegible] going to [illegible] we are the only magazine who's feed has been picked up for use in this application.

[illegible] really [illegible] an RSS [illegible] located on the content provider's server which [illegible] up [illegible]. This is [illegible] the application and any new releases can be picked up and displayed under the [illegible] section. Downloading a magazine is simple, select the PS[illegible] Magazine [illegible], and all available issues are displayed on the right of the screen. Simply select the [illegible] require [illegible] transfer button for [illegible] the left of the screen and let the program work its magic.

The [illegible] thing about the program is the fact it will download, extract and transfer the files to your PSP or Memory Stick. This saves you the hassle of having to do it yourself and quite frankly it's nice to be able to be a little more laid back with this kind of thing. I mean lets face it, the PSP was aimed at the slightly [illegible] and we all have more things to do than [illegible] games so anything which saves us time is worth it in my books.

Game

Now before you get all excited, it isn't actually for games as such, more for the game saves. This allows you to backup your game saves etc. I suppose this will come in handy if you decided to copy game saves from one memory stick to another. Plus it's always good to have a backup of your game saves in case the unthinkable should happen and you corrupt the data on your memory stick.

Backup

Another invaluable feature this, one allows you to make a backup of your whole memory sticks contents. Bear in mind if you have a big memory stick (in capacity) you are going to need a large amount of free hard drive space on your PC to save all the stuff you got on there.

Settings

Self explanatory really. This is where you can set all the settings for the program, restore the defaults and check for firmware updates for your console. Also has the option to turn the disc image CD backup feature on or off and select locations for downloaded [illegible] and backups.

Final Verdict

This has proved to be a well thought out plan and I have to admit they have carried it out to perfection. It does what it is supposed to and has done something rare by managing to [illegible] well. It aims to allow you to manage all of your PSP's media files in one place and that is just what it does. Overall this is one of the [illegible] I can actually say well done to the developers. [illegible] got their heads down and gained a [illegible] for their efforts.

The video encoding is second to none with high quality conversion with quick conversion times and perfect synchronisation of movie and soundtrack. Music encoding handles almost every format currently used in today's media world and seems to maintain the sound quality when converting from [illegible] to make absolute [illegible].

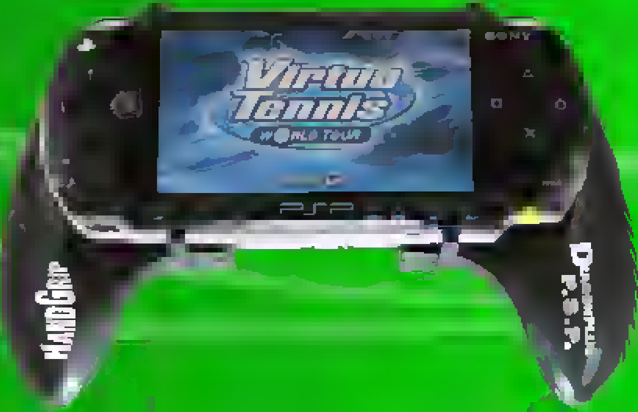
Easy to navigate even for the most inexperienced PC user and a basic interface provides all the features without becoming cumbersome. However, one thing that PSP users have been asking for is Mac support. There are quite a few Mac users who own PSPs and yet they can not use this software as of yet. If Sony manages to get this done they will have a sure fire hit on their hands. But if you own a PC and a PSP, it's well worth a look, and it's price tag.

BRANDO

workshop

A huge thank you to the kind people over at the Brando Workshop for providing us with the accessories to review in this issue.

Be sure to check out their site over at http://shop.brando.com.hk/index.php


SONY
Virtua Tennis
WORLD TOUR
PSP
HANDGRIP
P.S.P.

Dragonplus Flexible Hand Grip

How many of you have been playing your PSP and wished the buttons were a little easier to press or that you had a better grip of the handheld in general? Well this product aims to solve both of these issues and I must admit it carries it off rather well.

When I first tried out this product I had Need for Speed Underground Rivals in my UMD drive and I was amazed at just how much difference the grip made to my playing experience. No longer was I afraid that the console would slip out of my hands and the buttons which at times may seem a bit of a strain to press were now a lot more comfortable. The analogue nub is also a lot easier to use and no longer requires you to sacrifice your grip on the console whilst trying to be a contortionist.

Fitting the grip is a breeze. The PSP simply clips into place and is held rather securely by 4 clips. To test just how secure the grip was we dangled it upside down (over cushions of course obviously) and gave it a little shake. To remove the PSP from the grip you simply unclip it from the 4 clips by moving the bottom so it slides out past the clips.

The overall look of the grip is solid and is rather well designed. There is a space at the bottom (rear) of the grip to allow the UMD Drive door to be used while the grip is in place.

In addition to this, the headphone and AC adapter sockets are also accessible to allow you to use your headphones and/or charge your PSP while playing with the grip attached and eliminating the need to remove it. To round it off, the grip can contract to save space when transporting or storing your PSP and expanded when you need to use it.

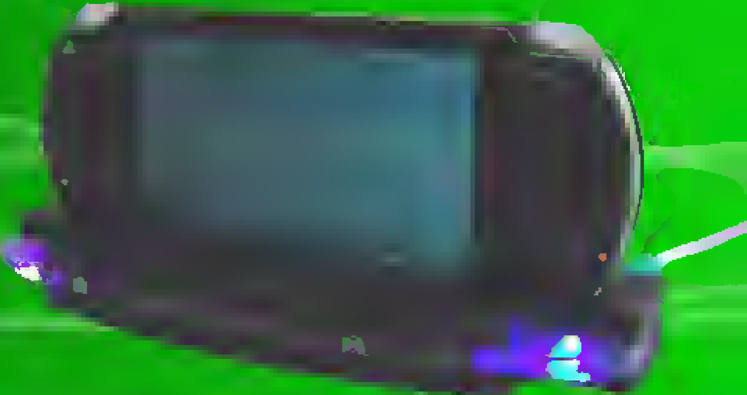
Verdict: Overall a very impressive product. Well designed and manufactured with everything to suit. This product will also appeal to PSP owners with slightly bigger hands. There is no doubt in my mind that this is a product worthy of a PSPages seal of approval.

Stereo Amplifier

Now these are a bit of a sore point for me. The idea behind them is good, but unfortunately that seems to be it. There was so much potential for these to become a must have accessory, but they fall short in a lot of areas. For starters, the sound is hollow and lacks any real depth or bass. If I had to be honest at points I was left thinking I would be better off not using them. Add this to the fact that the sound gets distorted and you get the feeling you really shouldn't have bothered.

Fitting them is simple they just clip onto the PSP and are held on by two pegs up top and 2 clips down at the bottom. They require 2 AAA batteries to operate but frankly speaking there's no point wasting the batteries. In all honesty, you would be better off using the headphones instead of these.

Verdict: With the sound quality not comparable to a speaker, none of these are anything more than kids toys and sound distortion occurring when the volume goes over the halfway mark these are just not worth the purchase. Definitely not an essential buy.



Smart Charging Dock

This charging dock features a small and sleek design which compliments the PSP's style perfectly. Originally released in black, they have recently launched a white version to coincide with the release of the white PSP's for those who have them.

Now the item description calls it a 'Smart' charging dock so I set out to find what it is that makes this dock smarter than the competitors out there on the PSP accessory market.

To begin with the box comprises of 2 parts:
The charging dock itself
And a USB power cable

The USB cable allows the dock to be powered from your PC's USB port which I felt was a rather good idea. The dock also has clips underneath similar to those found on the undersides of keyboards to allow you to tilt the dock backwards to get a better viewing angle. This only really comes in handy if you wanted to watch a movie while charging your PSP but it's a nice idea nonetheless. In addition to the USB cable, you can also use the dock with the AC adapter supplied with your PSP which could come in handy for those who don't have a free USB port or [illegible]

When I first plugged the dock in it lit up [illegible] nicely with a bright Green LED on each side. However place your PSP into the dock and the Green light is fade away to be replaced by 2 Blue LEDs which ever so slightly pulsate while charging is in process. There are also 5 Red LEDs along the front of the dock which continually move from one side to the other during charging.

Now you might be thinking "Won't the bright blue lights make it hard to watch a movie while my PSP is in the dock?" Well this product has the solution for that: when you turn off your PSP the blue and red LEDs go off leaving a perfect view. Now the smart part comes in: after the battery reaches its capacity, to let you know charging is complete the Green lights return letting you know it's ready. It's a simple idea yet it works perfectly.

Venom's smart, sturdy and compact design will take pride of place on any desk. Some people may not like the LEDs but these can be turned off via a switch located at the back.

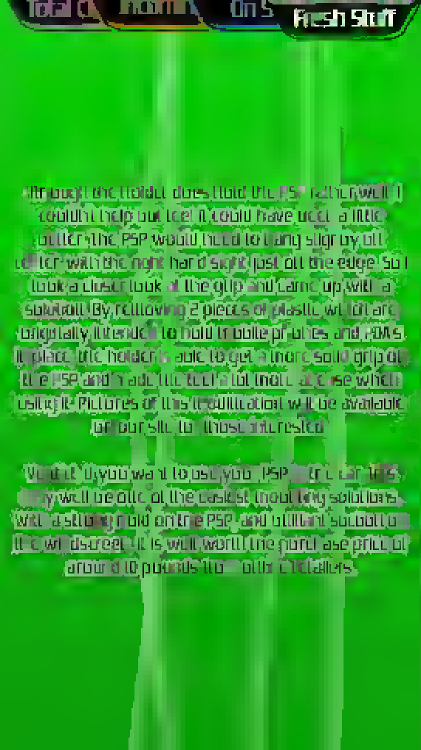
SONY

Universal Windscreen Holder

Now this product was not specifically designed for the PSP, in fact it was designed to be a universal holder for mobile phones, PDAs etc. Its versatile design allows it to accommodate the PSP and I must admit it holds very well. To put the holder to the test we conducted a little experiment.

The holder was fixed to the windscreen of a car, the PSP placed into the holders grip and we went for a drive. Now anyone who lives in Britain knows that no matter how many road works there are in our streets we still have the bumpiest surfaces that you can only notice if your cars got the best suspension available. Bearing this in mind we drove down one of the bumpiest roads we know.

Surprisingly the holder performed rather well. At points the PSP was shaking about a lot and was a little disorientating to watch what was happening on screen but the holder held strong. This is largely due to the fact that the suction system is well thought out. Not only does it stick onto the screen but the clamps just make the suction stronger.



Although the holder does hold the PSP rather well I couldn't help but feel it could have been a little better; the PSP would need to hang slightly off center with the right hand side just off the edge. So I took a closer look at the grip and came up with a solution. By removing 2 pieces of plastic which are originally intended to hold mobile phones and PDAs in place, the holder is able to get a more solid grip of the PSP and made the feel a lot more at ease when using it. Pictures of this modification will be available on our site to those interested.

Overall, if you want to use your PSP in the car this may well be one of the easiest mounting solutions. With a strong hold on the PSP and brilliant suction to the windscreen it is well worth the purchase price of around 10 pounds from other retailers.

Next Issue

Coming up in issue 4....

Christmas Bananza:

The top 10 titles for the holiday season
Christmas is around the corner, so what games will most likely be filling your stocking?

The Best of 2005:

We take a look back over the PSP's first year and pick out the highs and lows of all things PSP related.

Pro Evo 5:

The best football title around makes it's debut on the PSP. So will it be able to finish FIFA in 90 minutes or will it have to go to a penalty shootout?
We have a full "hands-on" next issue.

Best of:

A "Best of" special reviewing the best sites on the web for the PSP community. We have been using numerous sites to find the best places you can go for help, advice, tutorials and general PSP related issues. Now we will share our knowledge with you.

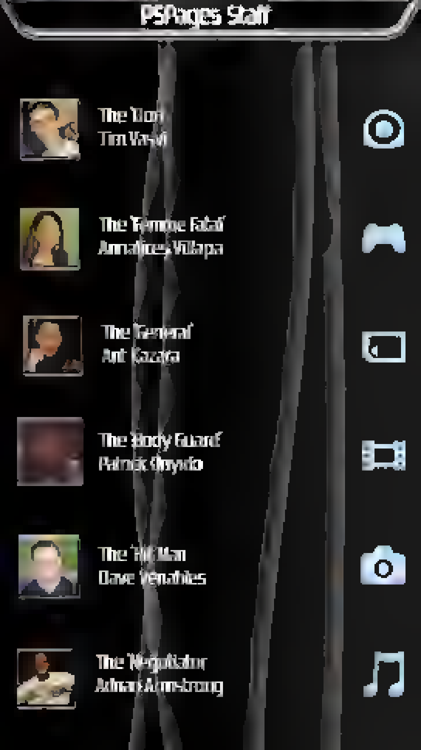
And loads more!

Release Date: 01 December

PSP Pages

Issue #3 - November 2005

www.psppages.co.uk



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The 'Hit Man'
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The 'Negotiator'
Adrian Armstrong

Message from the Editor

Wow, what a mad month I have had. So much to do with such little time. The magazine has started to attract more readers and with my beautiful girlfriend [See Staff Page] doing some PR by telling everyone we know about the mag, we sure are getting noticed. More interestingly was the exciting news about an email I received at the beginning of the month. A rep over at Sony Media Software contacted me about creating an RSS2 Feed for the mag, which they could use in a program they was developing at the time. Little did I know it would turn out to be included in the Sony Media Manager software they have recently launched. You can read more about it in this issue.

Then there was the disappointing news that the UK release of GTA:LCS had been delayed a week which sent the whole schedule into turmoil. So one week later than originally planned we now have the full hands on review.

A huge thanks to the guys over at Brando for supplying the products for review in this months "Fresh Stuff" section. So without further delays, I will let you all get on with reading the mag, so me and the team can get on with creating Issue 4. Until then, happy reading, gaming and whatever else you get up to in your spare time.

Tim Vasal - Editor

Budget Titles on the way?

In a similar fashion to both the PlayStation and PlayStation 2 having their "Platinum" range Japanese companies are going to soon launch a "Best" range for the PSP. As of yet details on whether they will follow suit with the console equivalents and be given the Platinum title are not yet known. What we do know however is the planned date, games and cost of the titles.

A date of November 17th has been penned in for the new range to kick off and so far games scheduled for a price cut re-release include: The awe inspiring Ridge Racers, totally addictive Lumines and much debated Metal Gear Acid among others. December 1st will see the range expand with more titles being added such as, Doko Demo Issyo, Popolocrois Monogatari, Derby Time and Tales of Eternia. With a price tag of 2000 yen, the range looks set to tie in with the 20 pound price tag which is commonly associated with the Platinum range of games.

No mention yet regarding if or when the range will be released in territories other than Japan, but there is no real reason why we won't see them sooner or later. Perhaps they will push for a pre-christmas introductions to appeal to the consumer rush of the holiday season?

Firmware 2.50 Features

On October 13th Sony released another firmware update for the PSP. Firmware version 2.5. News of this update came a mere 10 days after they released firmware 2.01 which many see as an attempt to patch the flaw which was found by creating a buffer overflow in the PSP's system Software. PSP owners were then able to run the 1.50 update which in turn effectively Downgraded their PSP's to Firmware 1.50 from 2.01. Now you may all be wondering why they have released this new firmware and what has been added? Well here is a brief rundown

Location Free TV has been added under the Networks menu which allows you to view video on your PSP's via Wi-Fi. Now to do this you need to purchase a Location Free TV server from Sony which is currently only available in Japan but it seems there are plans for releasing in North America. There is no official word on weather they plan to release this in Europe yet, but odds are they probably will in time. The one downside to the new feature however is the cost of the Server itself. It is rather pricey and therefore may just be out of budget for most gamers

The page on YourPSP.Com carries a note which clearly states: Use of the LocationFree player may not be supported in all countries. Depending on where you live the Base Station may not be available for purchase or use. This may prove to be a factor which will have most European gamers passing up the new firmware update in an attempt to continue using the risky downgrade method in order to run unsigned code on their PSP's.

Other changes in the firmware are largely related to security of the PSP and the web browser. Sony have added a WPA-PSK (AES) option under security settings, the ability to save "Text Size" and "Display Mode" and auto selection of coding for web pages. An interesting addition is the "Set via Internet" option under the Date and Time settings menu. The final notable addition is the option to play Copyright-Protected videos stored on Memory Stick Duo media. This also carries a warning that the downloadable Copyright-protected media may not be available in all countries and regions and that Fees may be charged to obtain or use copyright protected video.

Verdict: No real reason to upgrade from 2.0 just yet. There are no new features us European gamers can benefit from and there are no titles as of yet, which require this version of system software

Another GTA on it's way?

No sooner had GTA: Liberty City Stories hit the shelves than rumours of another GTA title for the PSP have begun to surface, although it seems the source can be trusted.

In a statement given by Paul Eibeler (President & CEO, of Take Two Interactive) he mentioned two titles in development for the PSP one of which is a Grand Theft Auto Title

No clues would have been given as to what direction the game would take but I think it would be good if the game followed on the same as it did on the PlayStation 2. If it did in fact carry on in the same way we could well see the next title set in Vice City which for me was the best game of the GTA series so far

It is unlikely the game would be able to be as large as San Andreas, due to the size restrictions faced using the UMDs 1.2 gigabyte capacity. I could however be proven wrong, as game technology has come along in leaps and bounds.
We will keep you posted as soon as we hear anything more on the matter

Total C
Incoming
n Sale
n Stuff
INFECTED

'Tis the season to be jolly?"

Can't think of what to get your loved for Christmas? No problem, there's a good chance that they'll be a flesh eating zombie if Majesco Games's latest offering is anything to go by.
Infected is a 3rd person shooter which looking at the "M" mature rating that has been slapped onto it should be just the sick, fun, gory thing to keep us quiet during the festive period.
The game starts with a cut scene set
At the ceremonial lighting of the Christmas tree at the Rockerfeller Center in snowed covered New York where our hero is happily enjoying the festivities but once the Tree is lit up that's when things start to go dreadfully wrong as zombies start appearing from everywhere

You play as Officer [Hollywood Supercop for Hire] Stevens who by a real stroke of luck has blood which is immune to the virus infecting zombies Officer Stevens blood also just happens to be, his/her [I'll explain later] main weapon in his Christmas bloodfest against the zombies which comes in the form of a "Blood gun" which when using against your target reduces them to nothing more than a pile of gore and goo.

There are going to be a very vast array of weapons at your disposal a lot of which can be bought as you progress further into the game as at the end of every mission you'll earn a nice wad of cash to spend on things like machine guns, shotguns, rocket launchers and chainsaws [And you thought a Christmas present consisting of DIY tools was boring]. Infected also features a character customization feature so you can alter Officer Stevens sex/appearance etc, also the further you get the more you can unlock, such as a Bloodrayne kind of template.

This is set to be a very if not THE goriest game available for PSP and with a lot of things to do and zombies to kill Infected looks like it might be one of the Christmas presents you might have to get early this year

Game Information

Publisher Majesco
Developer Planet Moon Studios
Genre 3rd Person/Action
Release Date Unconfirmed
Words by Adil Kazarr

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METAL GEAR ACID

Sneaky Snake!

The Metal Gear series has been a huge hit with Playstation owners since Metal Gear Solid saw its release on the PSone. The follow up on the PS2 was hugely successful and seemed to push what we thought possible with the PS2's Hardware. Metal Gear Solid 3: Snake Eater was equally as good, with brilliant particle effects and a lavish soundtrack to make movies seem boring.

It was a bit of a surprise then when the PSP saw its first Metal Gear Title back in December when the console launched in Japan. From early screens everyone had presumed it was going to be a full on Metal Gear Solid outing, only in a slightly smaller form. How wrong we were. Instead, Metal Gear Acid had introduced an all new system previously unseen in any of the previous titles in the series. The game now used a sort of "Card Game" system, where instead of all out action, gameplay was turn-based, much like a tactical game.

Sceptics willing to give it a chance though found a compelling and rewarding game within and as the first game takes its place in the first wave of PSP "Best" range, a sequel is being prepped and looking to be better in every aspect than the original.

The story line sees Snake suddenly taken captive by a man who calls himself an FBI agent. Snake is then coaxed into infiltrating a research facility.

Awaiting him is a cleverly devised trap involving the U.S. military and Venus, a female secret agent who holds the key to top secret research and the third generation Metal Gear.

All the while Snakes mind is flooded with troubling thoughts as he tries to put together the pieces of his fateful past.

The Story line seems to be compelling and the cel-shaded visuals do look rather nice on the PSP's screen. As a huge fan of the series I can't wait to give this game a test when it comes out.

Game Information

Publisher: Konami
Developer: Kojima Studios
Genre: Action/Card Game
Release Date: Unverified
Words by: Tim Vasur

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Gatling Gun
COST +1 x num of hits
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Evade LV 3
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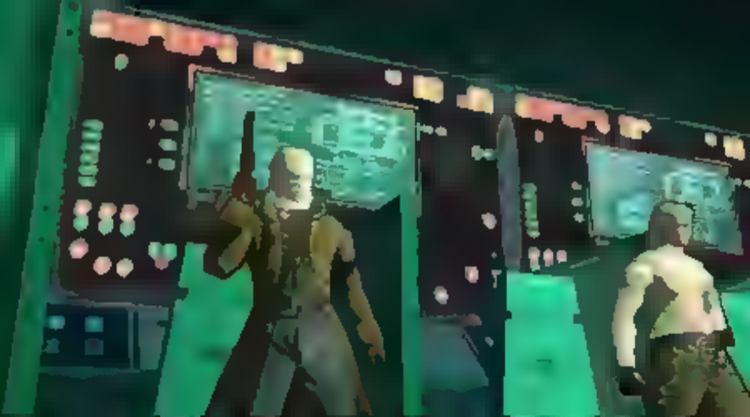

MIDWAY ARCADE TREASURES

History repeats itself

Retro fans that don't have either the desire or the gumption to fiddle around with homebrew and emulation [tut tut!] will be looking forward to the release of Midway Arcade Treasures Extended Play. Not a direct port of the console versions, Extended Play features titles from Volumes 1 and 2 of the Treasures released on PS2, Xbox and Gamecube, with the wheat getting separated from the chaff, and the best of the collections featured on one UMD. Though that opinion may differ from person to person, Midway have put together a formidable compilation which will leave only a few people quibbling about the content. Actually, Smash TV and Narc are major omissions in my opinion.

The full line up is:

720, Arch Rivals, Championship Sprint, Cyberball 2072, Defender, Gauntlet, Joust, Klax, Marble Madness, Mortal Kombat, Mortal Kombat II, Mortal Kombat 3, Paperboy, Rampage, Rampart, Sinistar, Spy Hunter, Toobin, Wizard of Wor, Xenophobe, Xybots.

Of these 21 titles 16 of them will enable ad-hoc WiFi multiplayer. There has been no word uttered about Game-Sharing so I'd be unwise to hold your breath. The Treasures series seems ideal for handheld play and should suit the PSP down to the ground. The Mortal Kombat games could be a reason in itself to warrant purchase, especially if it comes at a budget price indicated by a pre-order price at at least one online shop.

Game Information

Publisher: Midway Games
Genre: Retro
Release Date: 25th November
Words by: Dave Venables

213

Total C
Incoming
n Sale
n Stuff
NEED FOR SPEED
MOST WANTED
5-1-0

Wanted Dead or Alive!

This is the latest offering from the team over at EA and is the 2nd NFS game to hit the PSP and let me tell you, it's already looking a LOT better than "Underground Rivals

The game is looking to be huge with over 140 different events and 15 Bosses to face against, [and depending on whether you beat them you'll win their car like in Rivals] but for me it's the inclusion of "BMW" into the impressive line up of cars that has my spine tingling in excitement as I own a slightly modded BMW and generally love them to bits.

Unlike Rivals NFS: Most Wanted is going to be available on consoles too so it will be easier to compare the transfer from PS2 to PSP

The general storyline is you start off at the bottom of the ladder in the illegal street racing world and depending on how you do your name and talent will start to gain ground with the rest of the community earning you Respect

Graphic wise, there's already a major improvement over RIVALS with tracks being widened slightly and lighting effects being used to sweet effect.

Career Mode in NFS: Most Wanted has Cops out trying to stop you and not just other racers, and they mean business! Using their cars as roadblocks laying spike strips to pop your tyres and if all that fails, they'll just ram you with their trusty Ol' Black n Whites

A Cool feature and one that is going to be unique to PSP is the fact that you will be able to play as a cop! Cop mode will let you patrol the city streets looking for racers whereas "Inner Takedown mode" is like Burnout Legends, in the sense that you have to takedown racers and cripple their cars, in order to unlock more levels

Also NFS MW has added something called Speed-Breakers which is a new type of feature, for when things start to get tricky hit this button and every thing slows down a la Max Payne style giving you a few seconds to think and breathe.

Overall NFS MW looks to be everything that Rivals wanted to be and just failed and I think it might just leave Burnout Legends coughing in it's exhaust fumes. Given the fact of GTA:LCS's Rating and that Parent's probably won't be willing to buy it for their child (Depending on whether they are responsible or not)NFS:MW is DEFINITELY going to be one of if not THE game at the top of everyone's Christmas Wish list this year

Game Information

Publisher: EA Games
Developer: EA Games
Genre: Racing
Release Date: November 2005
Words by: Anil Kazara

STORAGE YARD

shop
TOP SPEED
HANDLING
ACCELERATION
BACK
SELECT

Total C
Incoming
n Sale
n Stuff

Luke,I am your father!

A long time ago ... In a galaxy far far away, hordes of gamers with sweaty palms sit and wait silently for the latest installment of the Star Wars saga. Battlefront II maybe the sequel to the best selling Star wars game ever, but its the first game for the PSP and from what i've seen, it looks like its transferred from Big screen, to small screen just perfectly. Just like the original game, you can either play as a rebel soldier or if you like the appeal of a raspy voice and a rather kinky black cape, you can play as an Imperial trooper, with lots of vehicles from the movies at your disposal.

Single-player is divided into three different categories a] Instant action, b] challenges, and c] Galactic conquest.

Instant Action, basically means what it says, in the sense that you choose from any of the 8 available maps such as, Yavin, Kashyyyk, Endor, Hoth, and others. Choose the game type, consisting of, two versions of capture the flag, hunting indigenous species, destroying enemy spacecrafts, and everyones favourite "Deathmatch". The ONLY thing separating you from the action is now, is to select the era that you wish to play in, you can choose between the Clone Wars or the Galactic Civil War